

variable state scatter symbol acts as a scatter symbol, or an inactive state, whereby said variable state scatter symbol is not considered to be a scatter symbol, wherein the probability of a variable state scatter symbol having an active state is dependent upon the size of the player's wager; and

(c) determining if scatter symbols appear across said reels in a predefined manner, and if so then paying said jackpot.

2. (ORIGINAL) A method according to claim 1, wherein the probability of winning the jackpot based upon the scatter symbols is linearly dependant upon the size of the player's wager relative to a maximum possible wager.

3. (AMENDED) A method according to claim 1 [or 2], wherein the inactive variable state scatter symbol is operative for non-jackpot game play.

4. (AMENDED) A method [according to any one of the preceding claims,] of claim 1, wherein the [wherein the] probability of a variable state scatter symbol having an active state is dependant upon the size of the player's wager relative to a maximum possible wager.

5. (AMENDED) A method according to [any one of the preceding claims] claim 1, wherein the jackpot is accumulated across a plurality of linked machines.

6. (AMENDED) A method according to [any one of claims 1 to 4] claim 1, wherein the jackpot is accumulated on a single machine.

7. (ORIGINAL) A method of awarding a jackpot in a simulated reels gaming machine, wherein dependant upon the configuration of reels after game play, one or more reels may include active scatter symbols, and one reel may include a set of symbols which selectively form active or inactive scatter symbols, the jackpot being won by a predetermined combination of active scatter symbols in a game outcome display including one on the said one reel, wherein the probability that a

scatter symbol is selected as active on the game outcome display is dependant upon the size of the player's wager relative to a maximum possible wager for the machine.

8. (AMENDED) A system for operating a linked jackpot, comprising at least a plurality of gaming machines linked to a central jackpot controller, said central jackpot controller and said machines cooperating to implement the method according to [any one of] claim 1 [to 5].

9. (ORIGINAL) A gaming machine having multiple simulated reels, said machine including a processor, player wager selection means and a display, and at least one pay line, the processor playing a game in accordance with software, the game including the steps of:

- (a) receiving a player's wager from the wager selection means;
- (b) playing the game, so that the simulated reels are displayed, on said display, in a specific configuration showing symbols across said reels, wherein one or more of said symbols can be a scatter symbol, wherein one or more of said scatter symbols can be a variable state scatter symbol, said variable state being either an active state, whereby said variable state scatter symbol acts as a scatter symbol, or an inactive state, whereby said variable state scatter symbol is not considered to be a scatter symbol, wherein the probability of a variable state scatter symbol having an active state is dependent upon the size of the player's wager; and
- (c) determining if scatter symbols appear across said reels in a predefined manner, and if so then paying said jackpot.

10. (ORIGINAL) A gaming machine according to claim 9, wherein the probability of winning the jackpot based upon the scatter symbols is linearly dependant upon the size of the player's wager relative to a maximum possible wager.

11. (AMENDED) A gaming machine according to claim 9 [or claim 10], wherein the inactive variable state scatter symbol is operative for non-jackpot game play.

12. (AMENDED) A gaming machine according to [any one of claims 9 to 11] claim 9, wherein the probability of a variable state scatter symbol having an active state is dependant upon the size of the player's wager relative to a maximum possible wager.

13. (AMENDED) A system for operating a linked jackpot game, comprising at least a plurality of gaming machines according to [any one of claims 9 to 12] claim 9, said gaming machines being linked to a central jackpot controller, said central jackpot controller and said machines cooperating to provide a pooled jackpot incremented from wagers on all of said gaming machines.

14. (ORIGINAL) A gaming machine having multiple simulated reels, said machine including a processor, player wager selection means and a display, and at least one pay line, the processor playing a game in accordance with software, wherein dependant upon the configuration of reels after game play, one or more reels may include active scatter symbols, and one reel may include a set of symbols which selectively form active or inactive scatter symbols, the jackpot being won by a predetermined combination of active scatter symbols in a game outcome display including one on the said one reel, wherein the probability that a scatter symbol is selected as active on the game outcome display is dependant upon the size of the player's wager relative to a maximum possible wager for the machine.

15. (AMENDED) A computer software product, adapted to implement the method of [any one of claims 1 to 7] claim 1.

Remarks

The above amendments are submitted with the National Entry in the United States, of PCT application PCT/AU2005/00304, filed March 3, 2005, assigned attorney docket number PA1532.ap.WO. Claims 3-6, 8, 11-13 and 15 have been amended to eliminate multiple dependencies and more clearly identify the invention.

Entry of the proposed amendments prior to calculating the filing fee is respectfully requested. A clean copy of the claims, as amended is attached.

It is respectfully requested that this application be passed to examination.

Respectfully submitted,

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